WILD ARMS® The 2nd Code:F™

TEEN
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CONTENT RATED BY ESRB

agetec®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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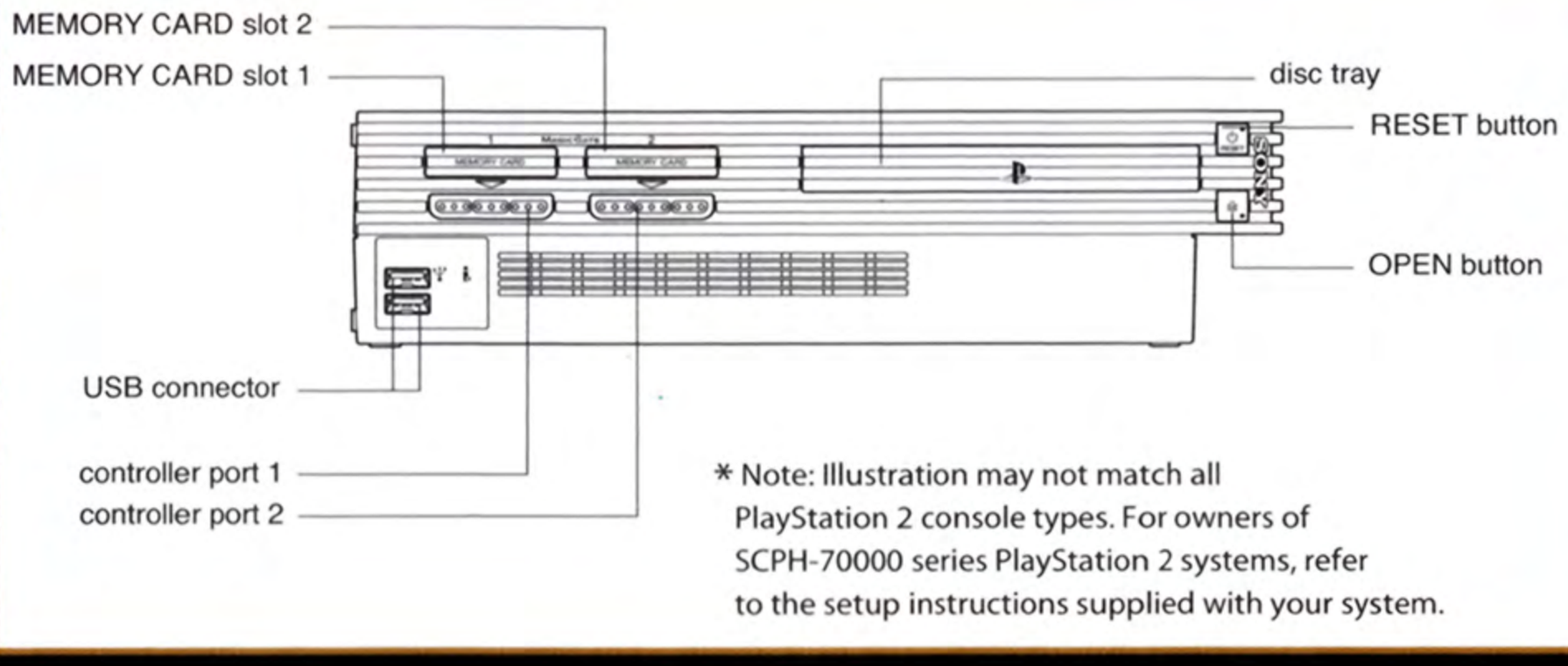
Thank you for purchasing *WILD ARMS® Alter code: F™*, software designed for use with the PlayStation®2 computer entertainment system. Please read this manual carefully before playing the game, especially those sections that cover operating instructions and safety precautions.

* DVD-ROMS are easily damaged by dust and scratches. Please handle discs with care.

GETTING STARTED

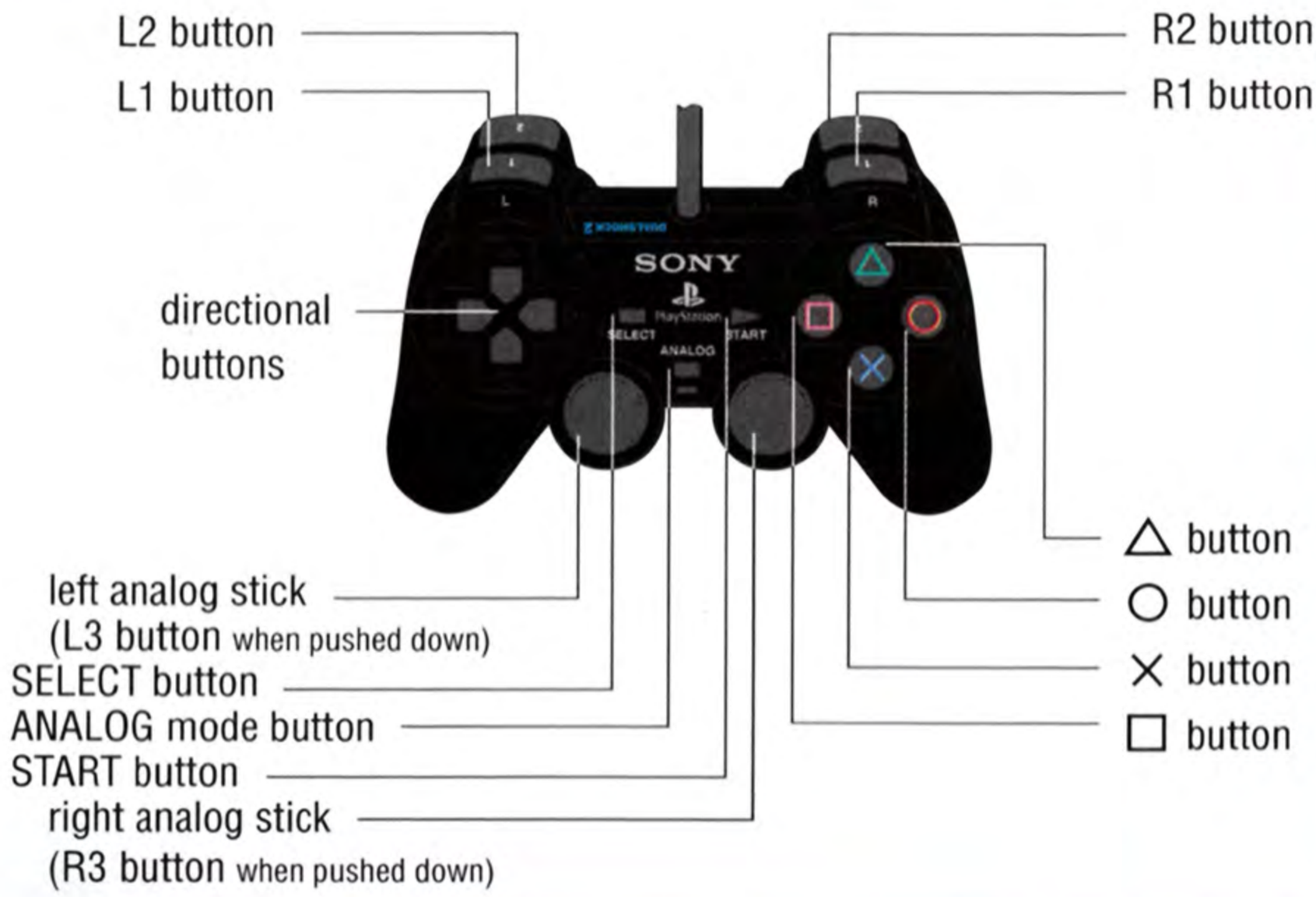


* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *WILD ARMS® Alter code: F™* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

OPERATING INSTRUCTIONS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



DEFAULT CONTROL CONFIGURATION

	GAME SCREENS	MENU/COMBAT SCREENS
directional buttons:	Move character/navigate menus	Select command/menu
left analog stick:	Move character/navigate menus	Select command/menu
right analog stick:	↑-Zoom in/↓-zoom out	Not used
L1 button:	Rotate map (counterclockwise)	Go to next menu page
L2 button:	Switch characters	Not used
R1 button:	Rotate map (clockwise)	Go to next menu page
R2 button:	Press in conjunction with the directional buttons or left analog stick to turn character	Not used
⊗ button:	Execute action/confirm command	Confirm command
▣ button:	Field - Activate search system Town/dungeon - Use tool	Not used
△ button:	Open main menu/display help messages	Display help messages
◎ button:	Tiptoe, close menu, cancel command/ encounter	Cancel command/close menu
SELECT button:	Field - Display map Town/dungeon - Not used	Not used
START button:	Skip movies, switch characters/tools	Not used

** The controls outlined above are the game's default setup. Access the SYSTEM menu to make changes to the default settings.*

FILGAIA

The world has become a wasteland. The beautiful green of the globe has faded gradually to brown. People have banded together for survival, uniting to fend off the harsh elements and the menace of monsters.

Those few who travel the withered world seeking adventure are called "Wanderers." A young wanderer is staying at Surf Village in the Frontier. Though he looks quite young, he is skilled beyond his years.

What does the young wanderer seek, traveling the world all alone?

CHARACTERS

Cecilia Lynne Adlehyde

Cecilia is the princess of a country called Adlehyde. She is said to have the traditional power of a medium and can communicate with the guardians who support Filgaia with their power. She also uses crest sorcery, which is generated from the assembly of informal magic squares. She becomes involved in battle because of her secret treasure, the "Teardrop."

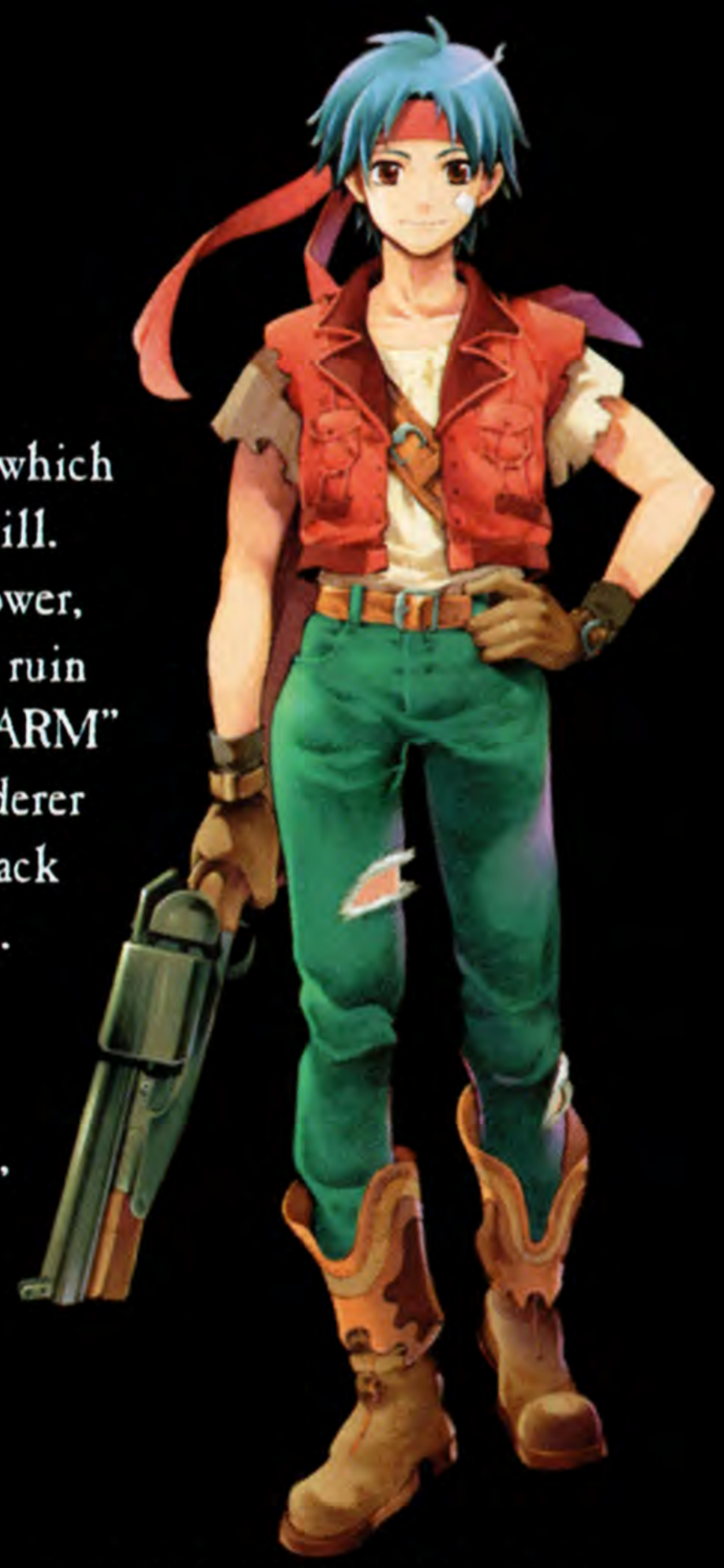
First Tool: Tinder Staff

With the magic power of flame, obstacles can be removed and fires can be lit.

PERSONAL DATA
Age: 17
Height: 162cm

Rudy Roughknight

Rudy is a kind boy with a true sense of justice. He inherited a gun from his grandfather called "ARM," which is a powerful weapon that is activated by a person's will. However, "ARM" is widely believed to be an evil power, which belongs to the demon invaders and caused the ruin of mother earth. Because of it, people are afraid of "ARM" and distrust Rudy. He has no choice but to be a wanderer because of this. As he wanders the world, he meets Jack and Cecilia, and thus begins a new chapter in his life.



First Tool: Bomb

Bombs are set on the ground and, when they explode, destroy rocks and obstacles.

PERSONAL DATA
Age: 15
Height: 158cm

Jack Van Burace

Jack is a Wanderer who specializes in "excavating" ruins. He wanders in search of the "absolute power," which is believed to be located somewhere in the world. He wields a long, one-sided sword and is a master at fast draws. He accompanies Rudy and Cecilia to investigate a ruin excavation in the Adlehyde kingdom.

First Tool: Hanpan

Hanpan can reach and trigger switches, which are located in places people cannot go.

PERSONAL DATA
Age: 27
Height: 177cm

Hanpan

Hanpan is a spirit animal called a wind mouse. He is Jack's partner and has a lot of knowledge about ancient ruins.

Emma Hetfield

Emma is a beautiful doctor and is quite skilled in manipulating ARM technology. She is currently living in the castle town of Adlehyde and is excavating a ruin called "Lolitha's Coffin."

Mariel

In the ancient war era, her race, the Elw, fought side-by-side with guardians and humans against the demon invaders. All Elw were believed to have disappeared from Filgaia after the war. There must be an important reason that she remained in Filgaia.

Jane Maxwell

Jane is a member of the formerly well-to-do Maxwell family, turned treasure hunter. She is capable of handling the ARM like Rudy.

Magdalen Harts

Magdalen is the Maxwell family butler.
His main duty is to look after the tomboy, Jane.

STARTING THE GAME

STARTING A NEW GAME

TITLE SCREEN

Press the START button while the TITLE screen is displayed to access the LOAD screen. If no action is taken at the TITLE screen, the game will eventually go to the opening demo movie. Press the START button at any time during the demo to return to the TITLE screen.

LOAD SCREEN

Once at the LOAD screen, press the ○ button and then highlight "New Game" and press the ✕ button. When prompted, select "YES" and press the ✕ button to confirm. Adjust the SYSTEM settings as desired, and then press the START button to play the opening movie and begin the game.

LOADING A SAVED GAME

Insert a memory card (8MB)(for PlayStation®2) containing *WILD ARMS® Alter code: F™* game data in either MEMORY CARD slot 1 or 2. Highlight the "Load" option on the LOAD screen and press the ✕ button. Select the desired saved data file and press the ✕ button. The game will be resumed from the last point where it was saved.

** Saving game data requires a memory card (8MB)(for PlayStation®2) with at least 49 KB of free space.*

EXPLORING THE WORLD

GAME SCREENS

MIGRANT LEVEL
Indicates current migrant level.

ENCOUNTER GAUGE
Indicates current encounter gauge status.

CURRENTLY EQUIPPED TOOL
Only displayed on Town/Dungeon screens.

COMPASS
Directional marker.

FIELD VIEW

The field view can be rotated a full 360 degrees using the L1/R1 buttons. The L1 button rotates the view counterclockwise, while the R1 button rotates the view clockwise. Change the viewpoint as needed to aid in both navigation and the location of hard-to-spot traps and switches. The on-screen compass is another useful navigational tool that will help you maintain your bearings while exploring. Simultaneously pressing both the L1 and R1 buttons resets the viewpoint to north.

WORLD MAP

Once the Field Viewer item has been obtained, press the SELECT button to overlay the world map on the field screen. With the world map displayed, press the ⬅ ➡ directional buttons to cycle between map views in the following order: [Towns] ➡ [Dungeons] ➡ [Shrines] ➡ [Puzzle Boxes] ➡ [Vehicles].

FIELD & TOWN/DUNGEON SCREENS

The different game screens that characters appear on when traveling throughout Filgaia are the Field and Town/Dungeon screens. The Field screen is that used when traveling between points on the world map, while the Town/Dungeon screens are those used when exploring within locations described by their respective names.

FIELD

TOWN/DUNGEON

FIELD EXPLORATION

Exploring the Field is initially done on foot, but other modes of transportation become available as the game progresses. When in the Field, locations such as towns and dungeons are represented by building/structure graphics.

SEARCH SYSTEM

Press the ▣ button to activate the Search System while in the Field. The Search System makes it possible to discover hidden towns and dungeons, as well as items and money (Gella). Talk to people encountered during your travels to obtain hints and clues relating to the locations of different towns and dungeons.

Activate the Search System in areas where the presence of a town or dungeon has been hinted at.

The location will be revealed if it falls within the range of the Search System.

ENTERING TOWNS & DUNGEONS

The names of towns and dungeons in the Field are displayed at the top of the screen when your character approaches them. To enter a location, position your character next to it and press the ⊗ button.

Move your character into position near the desired location.

Press the ⊗ button to enter.

TOWNS

Visit towns scattered throughout the world of Filgaia to gather information from residents and make use of the local facilities.

While in a town, explore and investigate your surroundings.

Press the ⊗ button to engage in conversations with the local townspeople.

TOWN FACILITIES

INNS

Stop by a town's local inn when you need to rest the characters in your party. Resting enables characters to fully recover their HP, MP, VIT, Encounter Gauge, and also cures any status abnormalities. Speak to the proprietor of an inn to arrange for accommodations.

SHOPS

Stop in to visit local merchants to procure items for your party, or sell off excess inventory.

BUYING & SELLING ITEMS

A - ITEM LIST

When buying, this area displays the list of items carried by the merchant. When selling, a list of items in your party's possession is displayed.

B - ITEMS OWNED

Indicates the quantity of the selected item currently in your party's possession.

C - QUANTITY/TRANSACTION AMOUNT

The top number indicates the quantity of the selected item to be bought or sold; the bottom number indicates the total amount of the transaction. Use the directional buttons or left analog stick to increase/decrease the number of items to be bought or sold.

ARM SHOP

ARM shops enable you to upgrade the performance of ARM weapons and increase the storage capacity of ammunition cartridges. Begin the upgrade process by speaking to the proprietor of an ARM shop.

UPGRADING ARM WEAPONS

ARM weapon upgrades cover five basic parameters: ATK Bonus, AIM Bonus, Bullets, Easiness, and Critical. Each upgrade to a parameter raises the ARM weapon's level by one. ARM weapons have a maximum upgrade level of fifteen; once a weapon reaches this level it cannot be upgraded any further.

A - ARM UPGRADE LEVEL

Indicates the current upgrade level of the selected ARM weapon.

B - WEAPON PARAMETERS\UPGRADE LEVEL

Use the directional buttons or left analog stick to select a parameter and view its current upgrade cost. Press the ⊗ button to perform the upgrade. To reset a parameter value to "zero", select "Reset upgrade to default", then choose the parameter to change and confirm by pressing the ⊗ button.

C - UPGRADE COST

Indicates the cost of the currently selected upgrade.

UPGRADING CARTRIDGES

Access the "Upgrade Cartridge" option to increase the ammunition storage capacity of ARM weapon cartridges. Please note that "Alter Parts" are required in order to perform this particular type of upgrade.

A - CARTRIDGE LIST

New cartridges can be obtained from treasure chests, etc.

B - ALTER PARTS

The top number indicates the number of Alter Parts needed to perform the upgrade; the bottom number indicates the total number of Alter Parts you have in your possession.

SELLING

The method of selling items at an ARM shop is identical to that used when interacting with other merchants.

MAGIC GUILDS

Cecilia's special skill, Crest Sorcery, enables her to use magic spells created by combining two Crests in an item known as a "Crest Graph". New spells can be created via the Edit feature available at any of the Magic Guilds located in Filgaia. The Edit feature can also be used to revert an existing magical spell back into a Crest Graph, which can then be used in the creation of a new/different spell. When the number of Crest Graphs in your possession is limited, make sure you use them to create spells that will best serve your party's current magical needs.

EDITING

The two magic creation options available upon selecting Edit are: Attack Magic and Support Magic. Make a selection based on the type of spell you want to create. To change the name of an existing spell, or revert it back into a Crest Graph, highlight the spell and press the ⊗ button. Choose either the "Change name" or "Return spell" option and make the desired modifications.

A - COMBINATION CHART

The combination chart allows for the creation of 16 different magic spells. Blue dots on the chart indicate spells that have already been created and are available for use.

B - CREST GRAPHS

The number of Crest Graphs possessed are listed here.

C - CREST COMBINATION

The two Crests that will be combined to create the selected spell are indicated here.

D - CREATION COST

The cost to create the selected spell, along with the amount of Gella your party possesses is listed here.

CREST MAGIC EXAMPLES

ATTACK	TARGET	MP CONSUMED
Fire: Inflict fire damage on a target.	Enemy/Single	6
Freeze: Inflict ice damage on a target.	Enemy/Single	6

SUPPORT	TARGET	MP CONSUMED
Heal: Restore HP.	Ally/Single	4
Resurrection: Revive a downed ally.	Ally/Single	6

SAVING GAME DATA

MEMORY BIRD

Saving game data is accomplished in two ways: speaking with a memory bird in a town, or by using a Gimel Coin. When talking to a memory bird, select the "YES" option to advance to the SAVE screen.

HOW TO SAVE

Use the directional buttons or left analog stick to select a save file location and the ⊗ button to confirm the selection.

Choosing a file where saved data already exists will cause an overwrite confirmation message to appear.

Data is saved when the "YES" option is confirmed. When overwriting a save file, all previous data contained in the file is lost.

SAVING IN DUNGEONS

Since there are no memory birds in dungeons, the only way to save your progress in these locations is with the aid of a Gimel Coin. Gimel Coins can also be used to continue when all members of the party have been defeated in battle. One Gimel Coin is consumed each time a dungeon save or continue is used.

MANAGE SAVED DATA

This menu option enables you to copy or delete *Wild Arms® Alter Code: F™* saved game data on your memory card (8MB)(for PlayStation®2). Use the directional buttons or left analog stick to browse through available save files, and the ⊗ button to confirm selections. If there is not enough free space on a memory card (8MB)(for PlayStation®2), the "Copy" option will be grayed out.

DUNGEONS

Your progress when adventuring through dungeons will be frequently interrupted by encounters with monsters, traps, and puzzles. Effective use of all resources available to the characters in your party will be required in order to overcome these obstacles.

Battle commences when enemies are encountered.

Overcome traps and puzzles through the appropriate use of actions and tools.

USING TOOLS

Press the ▣ button to use the selected character's ability.

USE TOOL

Press the ▣ button when facing a target to use the selected tool.

SWITCH TOOLS/CHARACTERS

Press the START button to open the menu; use the directional buttons or left analog stick to cycle through available characters and select tools. Press the ⊗ button to confirm selection. Perform a quick tool switch for the selected character by holding down the R2 button and pressing the L2 button.

GEMS

Gems discovered while adventuring in dungeons are useful items that can be used to refill certain gauges. For example, making contact with an orange gem refills the VIT gauge, while touching a white gem replenishes the encounter gauge. Take advantage of these items when you come across them.

CHARACTER ACTIONS

DASH
Press and hold the ⊗ button to execute a dash. Release the ⊗ button to discontinue dashing.

TIPTOE
Press and hold the ◎ button to walk about on tiptoe. Release the ◎ button to revert to normal walking speed.

SEARCH
Press the ⊗ button while standing in front of objects located throughout the world to search them.

CLIMB
Press the ⊗ button when standing in front of objects such as ladders to grab onto them. Use the directional buttons or left analog stick to maneuver up and down.

PICK UP/THROW
Press the ⊗ button to pick up items such as crates. Press the ⊗ button again while holding the item to throw it.

PUSH/PULL
Press the ⊗ button when facing objects such as boxes or statues to grab them. Use the directional buttons or left analog stick to push/pull the object.

TURN
Certain handles and levers encountered during your travels can be turned. To do so, press the ⊗ button to grab hold of the handle/lever and then rotate the left analog stick to turn it.

NOTICE
Sometimes key items/objects will not be immediately obvious. Press the ⊗ button while holding the R2 button to scan your surroundings.

HANG
Press the ⊗ button while standing beneath certain objects to grab onto and hang from them. Press the ⊗ button while hanging onto the edge of an object to climb on top of it.

JUMP
Press the ⊗ button while balancing on a ledge to execute a jump. Jumps off of ledges are performed automatically when dashing.

MENU SCREEN

MAIN MENU

Press the △ button to access the game's main menu screen.

A - MIGRANT LEVEL

The number of migrant seals possessed determines the migrant level. The higher your migrant level, the greater the capacity of the encounter gauge will be.

B - ENCOUNTER GAUGE

Canceling or avoiding encounters reduces the encounter gauge.

C - CHARACTER STATUS SUMMARY

View status summaries for all characters in the party.

D - MENU COMMANDS

List of the main menu command options. Press and hold the △ button to view a help message relating to the currently selected command option.

E - GELLA

Indicates the current amount of Gella in your party's possession.

F - TIME

Displays total game play time.

MENU COMMAND LIST

ITEM

Access this menu option to use and organize items.

A - ITEM CATEGORY

Indicates the currently selected item category. Press the L1/R1 buttons to cycle through the available categories.

B - ITEM LIST

Displays a list of items and the quantity of each that your party possesses. Items that cannot currently be used are grayed out.

C - ITEM COMMANDS

USE - Use the selected item. Press the ⊗ button and then select the character you want to use the item on.

SWITCH - Manually sort items in the item list.

ORGANIZE - Automatically sort items in the item list.

SKILL

Access this menu option to equip, remove, or organize personal skill items.

PUT ON

Equip a character with skill items. Every skill item has a PS Point equip requirement; in order for a character to use a skill item, they must have enough PS Points available to cover this requirement.

Select a character and press the ⊗ button. Choose the "Put On" option and confirm.

Select a blank skill slot in the left menu area and press the ⊗ button. The L1/R1 buttons can be used to switch between characters prior to confirming the selection of a blank skill slot.

Highlight the desired skill item from the right menu area and then press the ⊗ button to equip it.

TAKE OFF

Remove an equipped skill item. Highlight a skill item and press the ⊗ button to unequip it.

ORGANIZE

Automatically sort skill items available in the list.

FORM

Access this menu option to assign character formation positions.

CHARACTER FORMATION

The sequence in which characters execute battle commands is determined by their order in the formation. The battle command execution sequence in the accompanying screenshot would be: Rudy ➡ Jack ➡ Cecilia.

CHANGING FORMATION ORDER

Switch the positions of characters in the formation.

Select the character whose position in the formation you wish to change and press the ⊗ button.

Next, select the character you wish to switch positions with and press the ⊗ button. The switch is complete.

STATUS

Access this menu option to check character and party status information.

PARTY

The party status screen displays results for the following categories: encounters cancelled, battles fought, continues used, monsters defeated, maximum damage inflicted on an enemy, and number of saves.

CHARACTER

View a character's detailed status information.

A - OVERALL STATUS DISPLAY

LV - Character's current level.
HP - Character's hit points. The numbers indicate current HP/maximum HP. Characters fall in battle when their current HP level is reduced to 0. Hit points can be replenished by using certain spells and items, or by resting at an inn.
MP - Character's magic points. The numbers indicate current MP/maximum MP. MP is consumed every time Jack or Cecilia uses one of their Special abilities. Characters can no longer use Special abilities once their MP gauge is reduced to 0.
VIT - Character's vitality. The rate at which a character's HP recovers after battles is determined by the amount of vitality remaining. Making contact with an orange gem replenishes the VIT gauges of all party members.
EXP - Character's current experience points.
NXT - Experience points needed to advance to the next level.

B - PARAMETERS

ATTACK - Character's attack power.
DEFENSE - Character's defense rating.
MAGIC - This parameter influences the effects of spells and items. The higher the value, the greater the effect of the spell or item will be.
RESISTANCE - Character's resistance to enemy magic attacks. The higher the value, the less damage is.
REACTION - Determines a character's battle speed.
ACCURACY - Determines hit percentage when attacking.
EVASION - Determines a character's ability to avoid enemy attacks.
LUCK - This parameter influences a character's probability of landing critical hits and launching surprise attacks. There are five levels of Luck, from Worst to Best. A character's Luck level can be increased through the use of an item.

C -

PAGE 1: SPECIAL

List of Special abilities available for use when the battle command "Special" is selected.

PAGE 2: FORCE

List of Force abilities available for use when the battle command "Force" is selected.

PAGE 3: SKILL

List of Skill items the character has currently equipped.

AUTO

Access this menu option to make adjustments to the game's auto battle settings.

AUTO BATTLE OFF

The player determines a character's actions during encounters by selecting battle commands prior to each turn.

AUTO BATTLE ON

Assign the actions a character will perform during enemy encounters once the battle command "Get Set" is selected. The three auto battle settings are: Manual, All-Out, and Balanced. Press the ◉ button during any auto battle encounter to override the auto battle function and manually enter battle commands at the beginning of the next turn.

MANUAL - Player determines a character's actions by selecting battle commands prior to each turn.

ALL-OUT - Character automatically executes either an "Attack" or "Shoot" battle command during each turn.

BALANCED - Character determines their own course of action and is able to execute any of the following commands: Attack/Shoot/Special/Force.

SYSTEM

Access this menu option to customize the game's settings to fit your preferences.

Load

Load saved game data.

Controller

Make changes to the game's default controller set up. Select "Customize" to adjust button functions. Confirm the "Save and Quit" option once all desired changes have been made.

Vibration

Turn the controller's vibration function ON/OFF.

Sound

Select sound setting (Stereo/Mono).

Compass

Select the compass display status ON/OFF.

Battle Command

Change the battle command control setup. "Return" - directional button or left analog stick must be held in place when selecting a command. "Fixed" - directional button or left analog stick does not have to be held in place when selecting commands.

Battle Speed

Set the speed at which battles unfold (Normal/Turbo).

Cursor

Select "Normal" and the cursor will remain at the top of the command list each time the menu is opened. Select "Memory" and the cursor will remain at its last selected position on all menus.

Screen

Select "Customize" to adjust the position of the game's screen on your TV.

Screen Saver

Turn the screen saver option ON/OFF. When turned ON, an animated sequence is displayed on-screen after the game has been idle for a set amount of time. Press any button on the controller to interrupt the screen saver and return to the game.

BATTLE SYSTEM

BATTLE FLOW

The information listed below outlines the battle flow for a typical encounter.

1 - ENCOUNTER

While adventuring in the field or a dungeon, an "!" mark will appear above your character's head when a monster is encountered. If the encounter isn't avoided, the battle screen is displayed.

2 - ENTER COMMANDS

Enter commands after selecting "Get Set" to determine the actions a character will execute during the battle. If auto battle has been turned ON, the character will automatically execute the action they've been assigned once "Get Set" has been selected.

3 - VICTORY/DEFEAT

Defeating all enemies faced during an encounter results in a victory for your party. The rewards reaped in these instances include; EXP, Gella and sometimes items. Defeat occurs when all characters in the party are rendered unable to fight.

AVOIDING ENCOUNTERS

Encounters where the "!" mark above the character's head is either green or white can be avoided by pressing the ◉ button as soon as the "!" appears. When avoiding a white "!" encounter, the migrant level of your party and that of the monster's are compared, and the difference between the two is deducted from the encounter gauge. There are no encounter gauge deductions associated with avoiding green "!" encounters. Red "!" encounters (surprise attacks) and encounters that occur when the encounter gauge is at 0, cannot be avoided. Quickly double tap the ◉ button when any "!" encounter occurs to commence battle with an increased chance of launching a surprise attack.

ENCOUNTER GAUGE

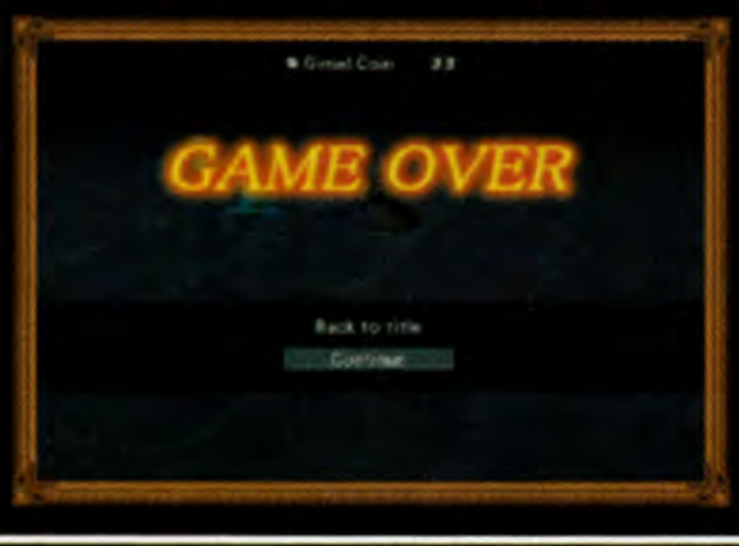
The encounter gauge is always displayed in the top left hand corner of the screen. The three methods of replenishing the encounter gauge include: resting at an inn, collecting white gems, or by engaging in battles.

VICTORY - RETURN TO FIELD SCREEN

DEFEAT

CONTINUE

If defeated in battle, your party can continue by using a Gimel Coin. To do this, make sure you possess a Gimel Coin and select the "Continue" option. Selecting "Return to Title" ends the current game and all unsaved progress will be lost.



BATTLE SCREEN & COMMANDS

Character actions during encounters are executed by entering battle commands. To view help messages relating to the different command options, highlight a selection and press the △ button.

BATTLE COMMANDS 1

GET SET

Select this option to begin issuing battle commands. Character's assigned either the All-Out or Balanced auto battle options will automatically carry out their actions once Get Set is selected. Commands must be entered by the player when using the Manual or Auto Battle Off options.

AUTO

Make adjustments to auto battle settings prior to engaging in combat.

STATUS

Check on character/party status.

FORM

Adjust character formation positions prior to engaging in combat.

SYSTEM

Make adjustments to the game's system settings.

BATTLE COMMANDS 2

ATTACK

SHOOT

Attack an opponent with a character's equipped weapon. "Shoot" is the command displayed when using Rudy's ARM weapon. If the amount of ammo available for the ARM weapon is 0, the "Shoot" command is replaced with the "Attack" command. Once a command has been entered, select an enemy to target.

GUARD

Assume a defensive posture to reduce the damage inflicted by an enemy attack. This command can also be used by Rudy to reload ARM weapon ammo.

ARM WEAPON AMMO

ARM weapons carry a limited amount of ammo. The current ammunition status of an ARM weapon is indicated on the battle screen above the character portrait. Ammunition is automatically replenished at the conclusion of each battle. Select the "Guard" command to reload an ARM weapon during battle. The maximum amount of ammo an ARM weapon can hold can be increased using the upgrade cartridge option.

ITEM

Access the item list to use items during battle. Once an item has been selected, choose the character to use it on.

SPECIAL

Use a character's Special ability. Information pertaining to the Special abilities of different characters is outlined below.

RUDY - CARTRIDGE

Rudy executes attacks using his ARM weapon, which equips ammunition cartridges containing special rounds. The cartridge "Boosted Shell", which Rudy possesses from the beginning of the game, has twice as much power as other normal ones. Use the upgrade cartridge feature to increase the maximum amount of ammunition a cartridge can hold. Other cartridges can also be obtained during the party's travels.

JACK - FAST DRAW

Utilizes skillful sword attacks, the effects of which vary and require MP to execute. Jack's first available skill, "Speed Fang", slices opponents in half with tremendous speed and power. Jack's Fast Draw improves the more he uses it, and the amount of MP it requires decreases as his experience level rises.

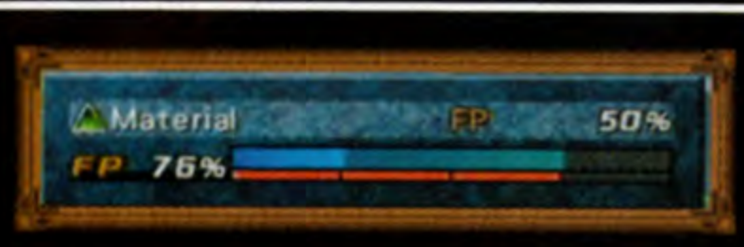
CECILIA - CREST SORCERY

Uses crest magic (requiring MP) to cast both support and attack-based magic spells. Cecilia's first magic spells include: "Fire" and "Heal". Cecilia's physical attack power is very low, and it is therefore more effective to utilize her special attack abilities.

FORCE ABILITY

Force abilities are special combat skills that require FP (Force Points) to execute. Force abilities and the amount of FP needed to use them vary from character to character. Information pertaining to Force Points and the Force Abilities of different characters is listed below.

FORCE POINTS



Characters begin every battle with 0 FP. FP is accumulated during combat by attacking, or being attacked. The FP gauge, located at the bottom of the character status section, indicates a character's current Force Points (top) and Force ability level (bottom). A character's Force ability level increases each time the top portion of the FP gauge fills up 25% (four times max). Force Points also influence the following: skill execution ratio, defense strength of the guard ability, and the strength of critical hits. All negative status abnormalities are removed when the gauge is filled 100%. Force Points do not carry over from one battle to the next.

RUDY

LOCK-ON: FP REQUIRED - 25%

Raises the hit ratio of the ARM weapon to 100%. This skill is useful when equipping a cartridge with a low hit ratio, or engaging opponents with high attack evasion.

JACK

ACCELERATOR: FP REQUIRED - 25%

After accelerator is used, Jack automatically becomes the first character to act. This skill is useful not only when executing attacks, but also when an immediate need to use an item arises.

CECILIA
MATERIAL: FP REQUIRED - VARIES

Invoke the power of a guardian. The effects of these abilities vary from guardian to guardian, and Cecilia's attack effectiveness increases as she obtains new guardians.

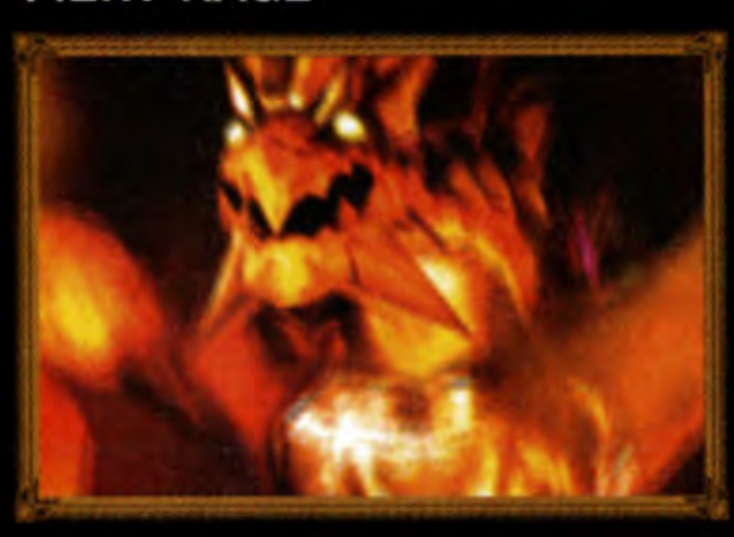
AQUA WISP

Execute the "Assault Tide" attack by invoking the power of the water guardian, Schturdark.

TERRA ROAR

Execute the "Planet Breaker" attack by invoking the power of the earth guardian, Grudiev.

FIERY RAGE



Execute the "Vapor Blast" attack by invoking the power of the fire guardian, Moor Gault.

GALE CLAW

Execute the "High Speed Ripper" attack by invoking the power of the wind guardian, Fengalon.

INERTIA CANCEL

Inertia Cancel is a special action cancellation option that appears on-screen during battles when the following conditions have been met: 1 - FP Gauge is above 25%, 2 - A character is about to execute a counterattack. If no action is taken within a few seconds of the Inertia Cancel gauge appearing on-screen, the gauge will be depleted and the character that is able to counterattack will automatically do so using either the Attack or Shoot command options. Pressing the ◉ button before the Inertia Cancel gauge is depleted cancels the counterattack and allows you to use items, change targets, and access any of the normal command options. The Inertia Cancel option is useful in situations where a party member is in need of immediate attention, or when it is imperative to defeat a particular enemy within a group of targets.

CHARACTER CONDITIONS

When engaged in battle, characters in your party may sometimes become affected by different status abnormalities. Make use of curative items and spells to remove the negative effects caused by status abnormalities and maintain your party's well being. Equipping Personal Skill Items can help reduce a character's probability of being affected by status abnormalities. Resting at an inn cures the entire party of all status abnormalities.

ABNORMALITIES CURED AT THE CONCLUSION OF BATTLE

SLEEP
Recovery Item: Breath Mint
Character drifts off to sleep and is unable to perform any actions. Taking damage while in this state will cause the character to awaken.

CONFUSION
Recovery Item: Pinwheel
Character ignores player commands and executes random attacks on both enemy characters and party members.

STONE
Recovery Item: Hard Grape
Character becomes fully immobilized at the end of the countdown. The game ends if all characters in the party are turned into stone.

UNABLE TO FIGHT
Recovery Item: Revive Fruit
Character collapses when their HP reaches 0. The game ends if all characters in the party collapse.

ABNORMALITIES NOT CURED AT THE CONCLUSION OF BATTLE

AMNESIA
Recovery Item: Toy Hammer
Afflicted character does not gain EXP at the conclusion of battles. This prevents leveling up, and should be cured immediately.

SICKNESS
Recovery Item: Medicine
When afflicted, a character can only recover their HP by resting at an inn. The character cannot recover HP with items, magic, gems, or VIT after a battle.

POISON
Recovery Item: Antidote
Reduces the afflicted character's HP by 20% on every turn. If not cured within five turns, the character loses the ability to fight. The effect of being poisoned continues to take its toll even when walking in the field.

HELPLESS
Recovery Item: Peppy Acorn
Character is denied the use of any special or force abilities, and their FP increase rate is locked in at one.

ITEM LIST

Items available early in the adventure.

BASIC ITEMS

ITEM NAME	EFFECT
Heal Berry	Restores 100 HP.
Gella Card	Doubles the amount of Gella received after a battle.
Lucky Card	EXP bonus rate is increased by 1.
Revive Fruit	Recover from Unable To Fight status abnormality.

PARTY ITEMS

ITEM NAME	EFFECT
Migrant Seal	Increase migrant level by one.
Target Tool	Display important objects with a yellow marker.

EVENT ITEM

ITEM NAME	EFFECT
Teardrop	Royal treasure of Adlehyde.

SUB QUESTS

Completing sub quests is not necessary to progress through the game's main storyline, but can yield some nice surprises. These are a couple you can find:

Where are the other chapters of the novel?

Preserved in the Curan library is the first chapter of a novel. The local librarian is looking for help in tracking down the missing chapters; can you discover their locations?

Puzzle Boxes

Speak with Jocelyn to hear the story of Filgaia's mysterious puzzle box sites. Located all around the world, these sites are said to house fantastic mechanisms.

STAFF CREDITS

AGETEC, INC. LOCALIZATION TEAM

• Executive Producer
Mark Johnson

• Producer
David Silviera

• Assistant Producer
Franz Stoppenbach

• Editors
Mabel Chung
George Mears

• Public Relations
Reverb Communications

• Marketing Assistant
Mio Morozumi

JAPAN STAFF

• Lead Game Design
Akifumi Kaneko

• System Coordinate
Hideaki Kikuchi

• Field Plan
Kouichi Shirasaka
Hideaki Kikuchi
Takao Nishiyama
Takayuki Kouno

• Battle Plan
Nobuo Nakazawa
Satoshi Fukushima

• Event Plan
Hiroki Ishii
Eriko Kudoh
Manabu Izui
Tsunenobu Suzuki

• Lead Programming
Takao Suzuki

• VU Programming
Masanori Yamamoto
Makoto Ochi
Shinji Takeda

• Battle Programming
Masanori Yamamoto
Hiroshi Yamaki
Makoto Ochi
Takaaki Sohno

• Movie Programming
Muneaki Shimazaki

• Field & Event Programming
Muneaki Shimazaki
Yusuke Wakigawa
Ryuji Shito
Satoshi Kodaira
Hiroshi Yamaki
Takaaki Sohno

• Visual Chief
Tetsuya Ookubo
Yukihiko Itoh

• Character Design
Wakako Ooba

• Sub Character Design
Yuu Hiki
Hidefumi Kataoka

• Monster Design
Tetsuya Ookubo
Takayuki Yabubayashi
Hiroki Ishii
Yutaka Kunimoto
Yuu Hiki

• Character Modelers
Syu Takenaka
Yutaka Kobayashi
Kazuyuki Kumazoe

• Character Textures
Takayuki Yabubayashi
Tetsuya Ookubo
Hidefumi Kataoka
Yuu Hiki
Jun Sekine
Naoki Ozaki

• Storyboard Art
Tarou Yamazaki
Kiyonori Yoshida
Takeshi Tomiwaki
Yukihiko Itoh
Yuu Hiki
Hiroki Ishii
Erika Osada

• Field Modelers
Daisuke Miura
Kazuyuki Kumazoe
Shinya Sasahara
Yutaka Kobayashi

• Field Textures
Yukihiko Itoh
Takeshi Tomiwaki
Takayuki Yabubayashi
Takeshi Kasano
Toru Saitoh

• Character Animation
Hiroki Ishii
Masaya Kobayashi
Kazuyuki Kumazoe
Jun Sekine
Takeshi Kasano
Daisuke Miura
Masae Hanazawa
Seiji Fujiwara
Yutaka Kobayashi
Naoki Ozaki
Mitsuhiro Omori

• Event Scene Art
Hidekazu Iijima
Masaya Kobayashi
Hiroki Ishii

• Effect Artist
Yutaka Kunimoto
Yukiyoshi Mori
Syu Takenaka

• Short Story
Eriko Kudoh

• Short Story Illustration
Kinta

• Graphic PD
DIGITAL ZERO Inc.

• CG Movie PD
ANIMA Inc.

• Sound Composer
Michiko Naruke

• Recording Director
Yoshiaki Matsuda

• Sound Director
Junko Sano

• Sound Effect
Junko Sano
Masao Kimura
Kaori Ooshima
Yu Ogata
EYESEARS Inc

• Animation PD
Mad House Inc.

• Package Illustration
Wakako Ooba
Emi Takahashi

• Director, Business Development
Naoko Kino

• Product Managers, Localization
Yuri Kato
Yuko Namba

• Legal
Yumi Chihara

• Special Thanks
Aya Sugawara
Kanae Wada

• Assistant Director
Harumi Umezawa

• Director
Nobukazu Satoh

• Assistant Producer
Kentaro Motomura

• Producer
Takashi Fukushima
Yasuhide Kobayashi

• Executive Producer
Akira Satoh
Fumiya Takeno
Masatsuka Saeki
Tomikazu Kirita

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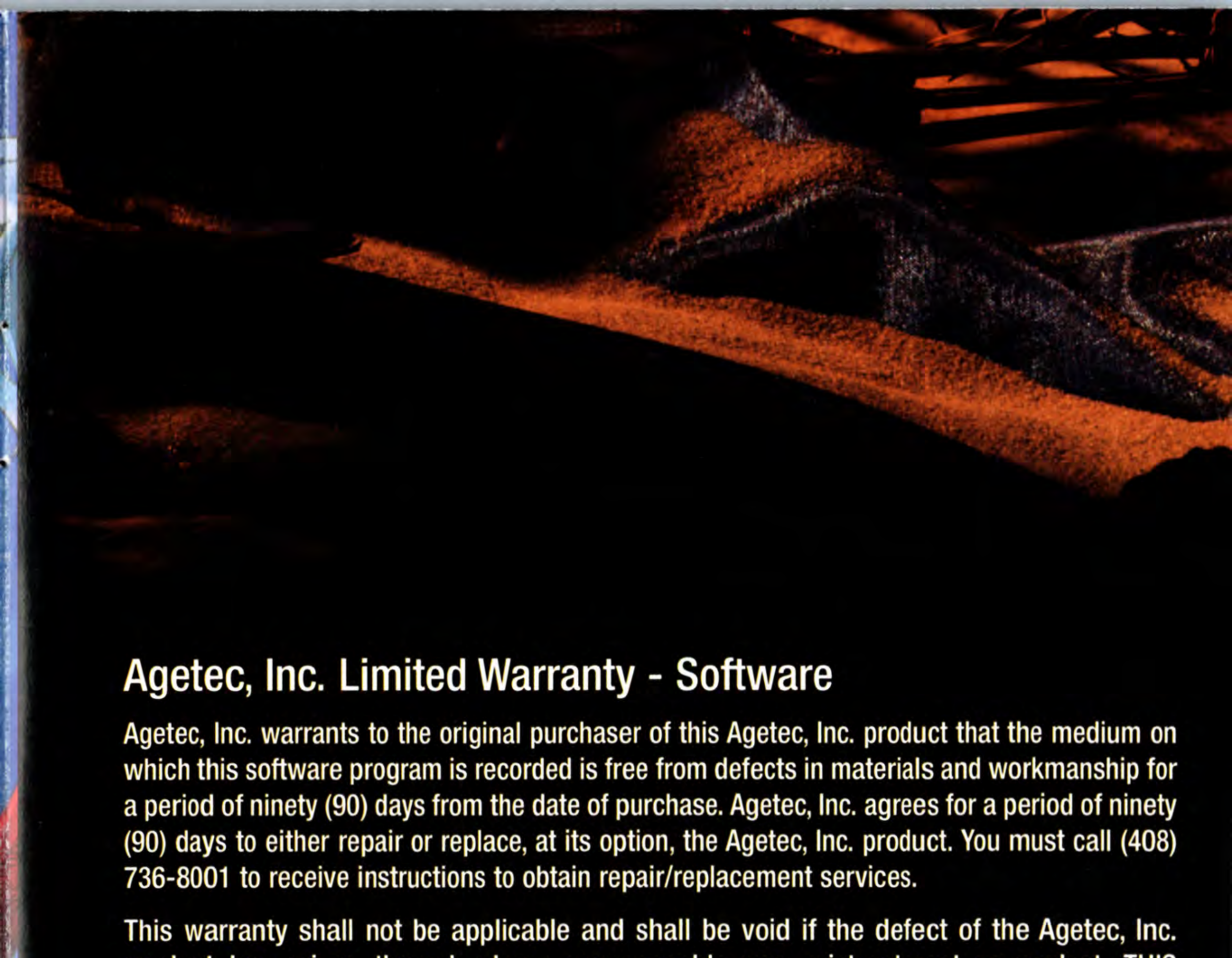
Long ago, during the Great War 1000 years ago, the demon invaders from another world were thought to have perished. But no one knows the truth...

Now, Rudy, Jack, and Cecilia, each with their own destines, disembark on a journey to change the world's fate.

With the world heading to destruction, what path will these three souls take?



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Prima's Official Game Guide

- **Detailed maps to show the locations of items**
- **Destroy all bosses with ease including Ragu O Ragula**
- **All optional areas explored**
- **All optional events covered**
- **Find all Ex File Keys**

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